Peralta Community College District Annual Program Update Template 2013-2014 DISTRICT-WIDE DATA by Subject/Discipline Fall Semesters

I.	Overview					
	BI Download:	10/3/2013 11:14	Dept. Chair:	Lee Marrs		
	Subject/Discipline:	MMART	Dean:	Antonio Barreiro		
	Campus:	Berkeley City College				
	Mission Statement	We train students to be digitally competent, to work in a creative and genuinely collaborative spirit, to take imaginative risks in problem solvin develop a critical language with which to evaluate the social impacts of c technology, and to be passionate, life-long learners.				
Through rigorous training, collaborative projects, and portfolio develop program will prepare students for direct entry into the multimedia indust advance their skills, or transfer to a four-year college or university.						

II. Enrollment					
	Alameda	Berkeley	Laney	Merritt	District
Census Enrollment F10	0	1,968	0	0	1,968
Census Enrollment F11	0	1,722	0	0	1,722
Census Enrollment F12	0	1426	0	0	1,426
Sections F10	0	55	0	0	55
Sections F11	0	45	0	0	45
Sections F12	0	41	0	0	41
Total FTES F10	0	227.24	0	0	227.24
Total FTES F11	0	197.43	0	0	197.43
Total FTES F12	0	165.06	0	0	165.06
Total FTEF F10	0	10.68	0	0	10.68
Total FTEF F11	0	8.57	0	0	8.57
Total FTEF F12	0	7.93	0	0	7.93
FTES/FTEF F10	0	21.27	0	0	21.2772
FTES/FTEF F11	0	23.03	0	0	23.0373
FTES/FTEF F12	0	20.81	0	0	20.8146

III. Student Success					
	Alameda	Berkeley	Laney	Merritt	District
Total Graded F10	0	1856	0	0	1,856
Total Graded F11	0	1655	0	0	1,655
Total Graded F12	0	1386	0	0	1,386
Success F10	0	1329	0	0	1,329
Success F11	0	1138	0	0	1,138
Success F12	0	995	0	0	995
% Success F10	0	0.72	0	0	0.72
% Success F11	0	0.69	0	0	0.69
% Success F12	0	0.72	0	0	0.72
Withdraw F10	0	296	0	0	296
Withdraw F11	0	353	0	0	353
Withdraw F12	0	257	0	0	257
% Withdraw F10	0	0.16	0	0	0.16
% Withdraw F11	0	0.21	0	0	0.21
% Withdraw F12	0	0.19	0	0	0.19

/. Faculty					
	Alameda	Berkeley	Laney	Merritt	District
Contract FTEF F10	0	2.2	0	0	2.2
Contract FTEF F11	0	2.31	0	0	2.31
Contract FTEF F12	0	2.44	0	0	2.44
TEMP FTEF F10	0	8.13	0	0	8.13
TEMP FTEF F11	0	6.15	0	0	6.15
TEMP FTEF F12	0	5.29	0	0	5.29
Extra Service FTEF F10	0	0.35	0	0	0.35
Extra Service FTEF F11	0	0.11	0	0	0.11
Extra Service FTEF F12	0	0.2	0	0	0.2
Total FTEF F10	0	10.68	0	0	10.68
Total FTEF F11	0	8.57	0	0	8.57
Total FTEF F12	0	7.93	0	0	7.93
% Contract/Total F10	0	0.21	0	0	0.206
% Contract/Total F11	0	0.27	0	0	0.2695
% Contract/Total F12	0	0.31	0	0	0.3077

CTE and Vocational: Community and labor market relevance. Present evidence of community need based on Advisory Committee input, industry need data, McIntyre Environmental Scan, McKinsey Economic Report, licensure and job placement rates, etc.	In the Dec. 6, 2010 issue of US News and World Report, ar article entitled "The 50 Best Careers in 2011" featured Multimedia: "Multimedia art offers the best outlook among artist occupations, according to the Labor Department. Employment in the multimedia arts, whether in film, advertising, or Web development, is expected to rise by more than 14 percent, between 2008 and 2018, boosted in part by the growth in mobile technology and in the production of 3-D animated movies. In the Feb. 27, 2012 issue of US News and World Report, an article entitled "The Best Jobs of 2012" ranked Web Developer as #3. The U.S. Bureau of Labor Statistics forecasts an Increase of 15.2% in the field 2008-2018. Riding the increasing wave of mobile software applications and 3D animated games and movies, the digital media labor market has begun to mature
	 and has established standards which MMART has adopted as its own in order to insure student success. California Labor Market reports even greater demand in the future - 25.7% - perhaps reflecting the number of media related companies in the state. California Community College Economic & Workforce Development's March 2012 scan on Mobile Media Occupations reveals an estimated growth of 16.8% over a 12 month period. CCC Economic & Workforce Development's February 2012 scan on Social Media estimated growth of 7.5% over the next five years. The Bureau of Labor Statistics projects 21.7 percent employment growth for Web developers between 2010 and 2020. Currently in the "real world", alumni have won numerous award for their work, including 12 Annual CCC Media Awards, the Golden Banana, an Emmy Award, and been nominated for an Oscar.
Transfer and Basic Skills: I course offerings address tran program completion.	

VI. Program Outcomes and Assessments: For each one, cite Institutional Learning Outcomes (Appendix I)

Note: If program assessment has not been completed, describe assessment plan, including date, under "Assessment Findings" and put "NA" under "Action Plan."

We are complete and up-to-date with **all assessments**. For the "critical thinking" aspect this year 2013-2014, we intend to use random samplings from our capstone courses to gain assessment findings.

(SEE APPENDIX D FOR 2012 - 2013 ASSESSMENTS)

Program	Outcomes	Assessment Findings	Action Plan
Program 1:			
Program 2:			
Program 3:			
Any general education			
components:			
Any basic skills components:			
Describe assessment method			
	brogram-level student learning	outcomes led to certificate/degre	e program improvements:
VII. Action Plans			
learning outcomes action goals (see Appendix II),	n plans (see VI. above), Berke and/or external evidence (see the same discipline at other	e preceding data: BI Tool (see eley City College (BCC) and Pe e V. above) if appropriate. Also Peralta colleges. Include overs	eralta (PCCD) institutional , please reference any cros
Action Item	Steps/Timeline	Person(s) Responsible	Supporting Data Source (chec all that apply)
1. Establish Computer Gaming program	New & old courses coordinated – Fall 2014 Check articulation of new courses – Fall 2014 Present to BCC Curriculum Comm.– Spring 2015	Lee Marrs, Mary Clarke Miller, Justin Hoffman and Thana	P.O. Assessment Action Plans BI Data X BCC Institutional Goals X PCCD Institutional Goals X Other
2. Hire sufficient Instructional Aides & Teaching Assistants-	ASAP	Lee Marrs/Joe Doyle/ Rachel Simpson	P.O. Assessment Action Plans BI Data X BCC Institutional Goals X PCCD Institutional Goals Other
3. <mark>ZZ time</mark> to update all the AAs	Since Fall 2011, have been requesting. Spring 2014	Lee Marrs/Joe Doyle/ Rachel Simpson/Justin Hoffman	P.O. Assessment Action Plans X BI Data X BCC Institutional Goals X PCCD Institutional Goals Other
4. Hire a part-time clerk	ASAP	Lee Marrs	P.O. Assessment Action Plans X BI Data X BCC Institutional Goals PCCD Institutional Goals X Other

5. Establish studio management, update Print Room & buy replacement equipment with warranties.	Buy equipment – Spring 2014	Rachel Simpson/Bryan Gibbs/Diane Rosenblum	PP.O. Assessment Action Plans BI Data XBCC Institutional Goals PCCD Institutional Goals XOther
6. Replace ancient animation equipment	Buy equipment – Spring 2014	Lee Marrs	P.O. Assessment Action Plans BI Data X BCC Institutional Goals X PCCD Institutional Goals X Other

7. Fix the Passport system as it affects lecture + lab enrollment [see Appendix C]	Presented latest info in Dec. 2011 – no response. Presented to Dean Celhay Fall 2012. ASAP ASAP ASAP	Lee Marrs / Hannah Chauvet	P.O. Assessment Action Plans X BI Data X BCC Institutional Goals X PCCD Institutional Goals Other
8. Establish animation lab procedures, including the animation storage room	Fall 2014	Lee Marrs/Pam Stalker	P.O. Assessment Action Plans X BI Data X BCC Institutional Goals X PCCD Institutional Goals Other

VIII. Narrative: For disciplines that support interdisciplinary programs provide additional qualitative data if appropriate.

Since this is an update, not an actual program review, I'll wait until the program review.

IX. College Strategic Plan Relevance

Check all that apply

New program under development [Computer Gaming]

 \square Program that is integral to your college's overall strategy

Program that is essential for transfer

 \square Program that serves a community niche

Programs where student enrollment or success has been demonstrably affected by extraordinary external factors, such as barriers due to housing, employment, childcare etc.

Other

X. Resource Needs: Please use the Excel template to estimate the cost of your needs, which will be used to support budget planning efforts. (A.) MULTIMEDIA DEPT.	Link to Action Plans (Refer to # of item in section VI)	Estimated Cost: Please use Exce template to estimate costs.
Please describe and prioritize any faculty, classified, and student assistant needs. 5 Instructional Aides- 500 hours a year 25 Teaching Assistants- 15 - 20 hours a week 1 8 hr.s- a-week clerical assistant (could be student worker)	 2. Hire sufficient Instructional Aides & Teaching Asst.s 4. Hire a part-time clerk 	\$57,560 \$120,225 - 160,300 \$2564.80
Please describe and prioritize any equipment, material, and supply needs. New office printer to replace failing old one. HP LaserJet600 (M600DN) + extended warranty SEE INDIVIDUAL SECTIONS FOLLOWING	4. Hire a part-time clerk	\$1350
Please describe and prioritize any facilities needs.		

XI.	Resource Needs: (B.) ANIMATION	Link to Action Plans (Refer to # of item in section VI)	Estimated Cost: Please use Exce template to estimate costs.
	Please describe and prioritize any faculty, classified, and student assistant needs.		
	1 Instructional Aide- 500 hours a year	2. Hire sufficient Instructional Aides & Teaching Asst.s	
	Please describe and prioritize any equipment , material, and supply needs.	8. Establish animation lab procedures,	
	3 Aging Multiple Scanners need replacement due to age	including the anim. storage room	\$9000
	Establish a permanent source for Unity 3D software and Toon Boom software renewal licenses	1. Establish Computer Gaming	\$1500
	SEE APPENDIX A	program	
	Please describe and prioritize any facilities needs.		
orc Ins	ing power to the animation storage room (Rm.324A) in der that 3 pencil test machines can be installed. Or atall sufficient power along one wall so that the pencil at machines can be installed.	8. Establish animation lab procedures, including the animation storage room	???

(II. Resource Needs: C.) VIDEO ARTS	Link to Action Plans (Refer to # of item in section VI)	Estimated Cost: Please use Excel template to estimate costs.
Please describe and prioritize any faculty, classified, and student assistant needs.		
Please describe and prioritize any equipment , material, and supply needs.	5. Establish studio management,	
Replacement camera equipment and accessories –	update Print Room & buy	\$15K a yr.
SEE APPENDIX B	replacement equipment with warranties.	
Please describe and prioritize any facilities needs.		

XIII. Resource Needs: (D.) DIGITAL IMAGING	Link to Action Plans (Refer to # of item in section VI)	Estimated Cost: Please use Excel template to estimate costs.
 Please describe and prioritize any faculty, classified, and student assistant needs. Because current printers are aged & needing constant repair/ advanced computer software not adequate: 3 24" Epson Printers 1 44" Epson Printer 1 64" Epson Printer 5 2yr. Extended Warranties 	5. Establish studio management, update Print Room & buy replacement equipment with warranties.	\$33,722.33
Please describe and prioritize any equipment, material, and supply needs. Ink – New Photography equipment SEE APPENDIX C	5. Establish studio management, update Print Room & buy replacement equipment with warranties.	\$15K a yr. \$143K
Please describe and prioritize any facilities needs.		
Expand Rm. 211 into Rm. 212. Print room is too small for current volume of work.	5. Establish studio management,	
Additional lab space.	update Print Room & buy replacement	
Dedicated photography space for studio.	equipment with warranties.	

XIV. Resource Needs: (E.) VIDEO ARTS/DIGITAL IMAGING	Link to Action Plans (Refer to # of item in section VI)	Estimated Cost: Please use Excel template to estimate costs.
Please describe and prioritize any faculty, classified, and student assistant needs.		
Please describe and prioritize any equipment, material, and supply needs. Tool Repair Chest - Make small repairs and adjustments to equipment in house –	5. Establish studio management, update Print Room & buy replacement equipment with warranties.	Approx \$2500
Please describe and prioritize any facilities needs.		

APPENDIX A

Berkeley City College SUPPLIES, EQUIPMENT & OTHER NEEDS BUDGET REQUEST

Department/Program:___MMART/Animation___Budget Request Amount: _\$1,982.74_Semester/Year:_Fall 2013______

Name of Requester__LEE MARRS_____Email/Extension_Imarrs@peralta.edu___Ranking 0-8: ___6_____

Category	2 - High	1 - Medium	0- Low, Not Applicable (N/A)
Direct Impact/Benefit to Students	Items have a direct impact on X student access, equity and success.	Items have an indirect impact on student access, equity and success.	Items do not have an impact on student access, equity and success.
Health & Safety	Items are required for the health and safety of students and staff.	N/A (For this category, there is no medium ranking as this requires a yes/no response.)	Items are not required for the health and safety of students and staff.
Necessity	Items are an integral part of the curriculum or function of the department, program, unit or office.	Items are a somewhat important part of the curriculum or function of the department, program, unit or office.	Items are not an important part of the curriculum or function of the department, program, unit or office.
Degree of		Items are expected to become	Items are relatively new.

Obsolescence/	Existing items are obsolete	obsolete or unusable before	
Age	or 🖂	the	
-	unusable due to age or have	next funding	
	been depleted.	period/opportunity	
	-	for purchase.	

PRIORITY 1

B&H Photo B&H#MAMVH502A546 – 2 Manfrotto Mvh502A Head, 546B Tripod \$549.99 / \$1099.98 Production Advantage # FIXT-0006 - 2 Altman 100 3" Fresnel Coulór Frame, Safety Cable, Round Base \$103.50./ \$207.00 Production Advantage #INAC-0001 – 2 Altman 100-BD Barn Door for 3" Inky Fresnel \$33.75 \$67.50 Production Advantage #LAMA-0119 -4 Lamp, ESR,100W, BA15d DC Bayonet, Clear, 2900K, 1000Hr, Ushio #1000364 \$9.25 \$37.00 Production Advantage #ELEC-0990 – 2 Lex-Loc X515P 15 Amp Edison Plug \$6.19 \$12.38 PNTA SKU R290703060120 -2 Rosco LitePad Axiom, 3" x 6" Barn Door Lighting Outfitters SKU 570052 – 2 Arri AS-1 Light Stand 570052 \$98.88 \$197.76 TOTAL = \$1982.74

[This replaces the 8 toy Marvel Ani-Movie machines and Animation Toolworks "LunchBox DV" system which have all broken down or worn out since 2008.]

APPENDIX B

Berkeley City College SUPPLIES, EQUIPMENT & OTHER NEEDS BUDGET REQUEST

Department/Program:__MMART/ Video_ Budget Request Amount: _\$_31,215.22_ Semester/Year:_Fall 2013_____

Name of Requester_LEE MARRS___Email/Extension_Imarrs@peralta.edu____Ranking 0-8: __8_____

Category	2 - High	1 - Medium	0- Low, Not Applicable (N/A)
Direct Impact/Benefit to Students	Items have a direct impact on X student access, equity and success.	Items have an indirect impact on student access, equity and success.	Items do not have an impact or tent access, equi ar success.
Health & Safety	Items are required for the health and safety of students and staff. Some of these items are needed for safety.	N/A (For this category, there is no medium ranking as this requires a yes/no response.)	Items are not required for the health and safety of students and staff.
Necessity	Items are an integral part	Items are a somewhat important part of the curriculum or function	Items are not an import part of the curriculum or function of

	function of the department, program, unit or office.	of the department, program, unit or office.	the department, program, unit or office.
Degree of Obsolescence/ Age	Existing items are obsolete or unusable due to age or have been depleted.	Items are expected to become obsolete or unusable before the next funding period/opportunity for purchase.	Items are relatively new

See the attached "Vid.EquipF2013TopPriority.xlsx" and "Vid.EquipF2013TopPriority.xlsx" for Video.

APPENDIX C

Berkeley City College SUPPLIES, EQUIPMENT & OTHER NEEDS BUDGET REQUEST

Department/Program:___MMART/ Digital Imaging_Budget Request Amount: _\$_11,064.94_Semester/Year:_Fall 2013____

Name of Requester__LEE MARRS____Email/Extension_Imarrs@peralta.edu_____Ranking 0-8: __6_____

Category	2 - High	1 - Medium	0- Low, Not Applicable (N/A)
Direct Impact/Benefit to Students	Items have a direct impact on X student access, equity and success.	a dent access, equity and ccess.	
Health & Safety	Items are required for the health and safety of students and staff. Some of these items are needed for safety.	N/A (For this category, there is πο medium ranking as this requires a yes/no response.)	Items are not required for the health and safety of students and staff.
Necessity	Items are an integral part of the curriculum or function of the department, program, unit or office.	Items are a somewhat important part of the curriculum or function of the department, program, unit or office.	Items are not an import part of the curriculum or function of the department, program, unit or office.
Degree of Obsolescence/ Age	Existing items are obsolete or unusable due to age or have been depleted.	Items are expected to become obsolete or unusable before the next funding period/opportunity for purchase.	Items are relatively new

See the attached " mmartphoto_equip_categorized.xlsx" for Photography.

APPENDIX D	compiled by Hannah Chauvet, 2012-2013	MMART SLOA Coordinator

Digital Culture/Writing for Multimedia Program - Program Course Alignment Matrix									
Level of Proficiency Attained in Each Class Fo Program Outcome I= INTRODUCED, D=DEVE M=MASTERED									
Course		Course Description [Grey indicates that course has not been taught yet/no longer taught]	PLO1 - Fair Use	PLO2 - Portfoli o	PLO3 - Formul ate Ideas	PLO4 - Evalua t e Work	PLO5 - Compl ete Proioc	PLO6 - Evalua t e Globa I	PLO7 - Work in Teams
MMART	048U X	Ethnic Perceptions in Digital Media	I, D	I, D	I, D	I, D, M	I, D, M	I, D, M	I, D, M
MMART	101	Writing Basics for Multimedia	I		D	I	D		
MMART	110	Scriptwriting and Storyboarding I	I		D	D	М		D
MMART	111A	Narrative Scriptwriting I	I	I	I, D	I, D	I, D	I	I, D
MMART	111B	Narrative Scriptwriting II	I	I	М	М	М	I	D, M
MMART	113	Digital Storytelling	D	D	D	D	М	D	D
MMART	116	Storytelling in Animation	I	D	М	D	М		D
MMART	120	Media and Communication	I, D, M	I, D	I, D	I, D, M	I, D, M	I	I, D, M
MMART	121	Digital Culture	I, D, M	I, D	I, D	I, D, M	I, D	I, D	I, D
MMART	122B	From Movies to Multimedia	I	I, D	М	М	М	I	М

	Web	Design / Production Program	- Program	Course A	Alignmen	t Matrix			
			Level of P Outcome						
Course		Course Description [Grey indicates that course has not been taught yet/no longer taught]	PLO1 - Fair Use	PLO2 - Portfoli o	PLO3 - Formul ate Ideas	PLO4 - Evalua t e Work	PLO5 - Compl ete Projec	PLO6 - Evalua t e Global Work	PLO7 - Work in Teams
MMART	048U A	Advanced CSS	I, D	I, D	I, D	I, D	D		D
MMART	160A/ 160LA	Web I: Dreamweaver/Lab	I, D	I, D	I, D	I, D	I, D		I, D
MMART	160B/ 160LB	Web II: Advanced Design Projects/Lab	I	D	D	D	D		D
MMART	160C/ 160LC	Web III: Web Commerce Applications/Lab	D	М	D, M	D, M	D, M		М
MMART	161A	Information Architecture I: Interface Design	I		I, D	I, D	I, D	I	I, D
MMART	174A/ 174LA	Web Development: Flash/Lab	I	D	М	Ι	D	I	
MMART	174B	Web Developmt: ActioScript							

		Video Arts Program - Progra	am Cours	e Alignn	nent Mat	rix			
			Leve	el of Prof	iciency A	Attained in	n Each C	lass For	Each
			Program Outcome I= INTRODUCED, D=DEVELOPED, M=MASTERED						
Cou	irse	Course Description	PLO1 - Fair Use	PLO2 - Portfoli o	PLO3 - Formul ate Idea	PLO4 - Evalua t e Work	PLO5 - Compl ete Projec	PLO6 - Evalua t e Globa I	PLO7 - Work in Teams
MMART	048UY	Beginning Motion Picture Lighting			I, D	I,D	I,D		I, D
MMART	123	The Documentary Tradition	I		I, D	I,D		I,D,M	
MMART	148A/14 8LA	Sound Design I/Lab	I	I	D	D	D	D	Ι
MMART	148B/14 8LB	Sound Design II/Lab	D	D	М	М	М	М	D
MMART	149/149 L	The Music Video/Lab	I	Ι	D	I	D	I	D
MMART	150A/15 0LA	Final Cut Pro I/Lab	I	I	D	D	М		
MMART	150B/15 0LB	Final Cut Pro II/Lab	D		D	D	М		
MMART	150C/15 0LC	Final Cut Pro III/Lab	D	D	D	М	М	I	Ι
MMART	150D/15 0LD	Final Cut Pro IV/Lab	М	М	М	М	М	D	D
MMART	151A/15 1LA	Digital Video Production I/Lab	I		I, D	I	I, D, M	I	М
MMART	151B/15 1LB	Digital Video Production II/Lab	I	D	D	D	D	I	D
MMART	151C/15 1LC	Digital Video Production III/Lab	D	М	М	М	М	D	М
MMART	152A/15 2LA	Motion Graphics/ After Effects I/Lab	I, D	I, D	I, D	I, D, M	I, D, M	I	I
MMART	152B/15 2LB	Motion Graphics/ After Effects II/Lab	D, M	D, M	D, M	D, M	М	D	
MMART	152C/15 2LC	Motion Graphics/ After Effects III/Lab	М	М	М	М	М	D	D
MMART	153	Digital Cinematography Basics		I	D	D	D		D
MMART	154	Video Production Intensive	I		I, D	I	I, D	I	М
MMART	156	Documentary Production Intensive	D	I	D	D	М	D	D

Digital Imaging Program - Program Course Alignment Matrix								
	Level of Proficiency Attained in Each Class For Each Program Outcome I= INTRODUCED, D=DEVELOPED,							
					-MASTEF			
Course	Course Description	PLO1 -	PLO2 -	PLO3 -	PLO4 -	PLO5 -	PLO6 -	PLO7 -
Fair Portfol Formu Evalua Comp Evalua Use i o I ate t e I ete t e Ideas Work Projec Glob							Evalua t e Global Work	Work in Teams

	0.401.10./0.4		1	1					,
MMART	048UQ/04 8UR	Digital Photography III	D	D	М	М	М	I	D
MMART	129/129L	Contemporary Color/Lab	I	1	I, D	I, D	I, D	D	I, D
MMART	130/130L	Survey of Digital Imaging/Lab	I		I, D	I, D	D		I
MMART	131A/131L A	Photoshop I/Lab	I	I, D	I, D	I, D	D, M	I	D
MMART	131B/131L B	Photoshop II/Lab	I	D	I	D	М	I	D
MMART	132A/132L A	Illustrator I/Lab	Ι	I, D	I	D	D	D	D
MMART	132B/132L B	Painter I/Lab	I	D	D	D	D	I	I
MMART	132C/132L C	Painter II/Lab	I	D	D	D	D, M	I	I
MMART	133A/133L A	Digital Photography I/Lab	I, D	I	I, D	I, D	D	I, D	
MMART	133B/133L B	Digital Photography II/Lab	D, M						
MMART	133C/133L C	Digital Photography III/Lab	М	М	М	М	М		
MMART	134A/134L A	Digital Printmaking I/Lab	I	I	D	I	D	I	
MMART	134B/134L B	Digital Printmaking II/Lab	D	D	D	D	D, M	D	
MMART	135A/135L A	Advanced Practices for Digital Printmaking I/Lab	I	I	D	I	D	D	D
MMART	135B/135L B	Advanced Practices for Digital Printmaking II/Lab	D	D	D	D	D	D	D
MMART	135C/135L C	Advanced Practices for Digital Printmaking III/Lab	D	D	D	D	D	D	D
MMART	135D/135L D	Advanced Practices for Digital Printmaking IV/Lab	М	М	М	М	М	М	М
MMART	136/136L	Digital Printing for Photographers/Lab	I	I	I	D	D	I	
MMART	155A/155L A	Special Projects in Digital Photography A/Lab	I	I	I	I	D	I	М
MMART	155B/155L B	Special Projects in Digital Photography B/Lab	I	I	I	D	М	I	М
MMART	155C/155L C	Special Projects in Digital Photography C/Lab	I	D	D	D	М	I	М
MMART	155D/155L D	Special Projects in Digital Photography D/Lab	I	М	D	М	М	I	М

Animation Program - Program Course Alignment Matrix													
								lass For					
			Program Outcome I= INTRODUCED, D=DEVELOPED, M=MASTERED										
					IVI=	=MASTER	KED		EVELOPED, .06 - PLO7 - alua Work in				
6	ourse	Course Description	PLO1	PLO2	PLO3	PLO4 -	PLO5	PLO6 -					
	burse	[Grey indicates that	- Fair	-	-	Evalua	-	Evalua	Work in				
	course has not been taught yet/no longer taught]				ate Ideas	e Work	ete Projec t s	e Global Work	Teams				
MMART	175B	Game Design/Lab		I	I	D	М	I	D				

MMART	177/177L	Introduction to Animation Principles/Lab		I	М	D	D	I	Ι
MMART	178/178L	Drawing for Animation/Lab		I	I	D	D	I	Ι
MMART	181/181L	Experimental Animation/Lab	Ι	D	D	М	D	М	Ι
MMART	185A/185L A	3D Illustration: Cinema 4 D I/Lab	D	I, D	I	I, D	I, D	I,	I, D,
MMART	185B/185L B	3D Illustration: Cinema 4 D II/Lab	Μ	D	D	М	М	I, D	D, M
MMART	186/186L	Flash 2D Animation/Lab	I	D	D	I	Ι	I	I
MMART	187/187L	Animation Practices I/Lab	I	D	М	D	I, D	I	D

Support Courses for All Programs - Program Course Alignment Matrix										
Course		Course Description	PLO1 - Fair Use	PLO2 - Portfoli o	PLO3 - Formul ate Idea		PLO5 - Compl ete Projec		PLO7 - Work in Teams	
MMART	049	Independent Study Multimedia Arts	I		I	D	М			
MMART	196A/196L A	Art Marketing and Portfolio Management/Lab	I	I, D	I, D	I, D, M	I, D, M	I, D, M	I, D, M	
MMART	197/197L	Multimedia Portfolio/ Sample Reel Development/Lab	1	I, D, M	D, M	D, M	D, M			
MMART	200	Digital Media Literacy	I		I	I	I			
MMART	248UD	Foundation in Multimedia	I, D	I, D	I, D	I, D	I, D	I, D	I, D	

Appendix I: BCC Institutional Learning Outcomes (ILOs)

Berkeley City College Institutional Learning Outcomes

Berkeley City College's Institutional Learning Outcomes, as described below, are the skills and knowledge that students are expected to attain as a result of completing an instructional program at BCC. Students completing an A.A. or A.S. at BCC will be able to demonstrate all of the BCC Institutional Learning Outcomes. All BCC courses and certificates are designed to teach some or all of the ILO's. In addition, students achieve these ILO's throughout their experiences at BCC, for example, with student services and student clubs.

Communication

Students show that they communicate well when they

- Critically read, write, and communicate interpersonally, with audience awareness; and
- analyze communications for meaning, purpose, effectiveness, and logic.

Critical Thinking

Students demonstrate critical thinking skills when they

- identify problems or arguments and isolate facts related to arguments;
- use evidence and sound reasoning to justify well-informed positions; and
- generate multiple solutions to problems and predict consequences.

Computational Skills (Quantitative Reasoning*)

Students demonstrate computational skills when they

- master computational concepts and apply them to concrete problems; and
- demonstrate algorithmic competence.

Ethics and Personal Responsibility

Students show the ability to behave ethically and assume personal responsibility when they

- analyze the consequences of their actions and the impact of these actions on society and the self; and
- demonstrate collaborative involvement in community interests.

Global Awareness & Valuing Diversity (Intercultural Competency*)

Students demonstrate global awareness and show that they value diversity when they

- identify and explain diverse customs, beliefs, and lifestyles; and
- analyze how cultural, historical, and geographical issues shape perceptions.

Information Competency

Students demonstrate information competency when they

- find, evaluate, use, and communicate information in all its various formats;
- use library and online resources and research methodology effectively; and
- use technology effectively.

Self-Awareness & Interpersonal Skills

Students demonstrate self-awareness and interpersonal skills when they

- analyze their own actions and the perspectives of other persons; and
- work effectively with others in groups.

*Proposed changes as of November 2013

Appendix II: Goals

Berkeley City College Institutional Goals 2013 - 2014

- 1. Increase certificate/degree completion and transfers to 4-year colleges or universities by inspiring and supporting students
- 2. Improve career and college preparation progress and success rate (successfully transition from basic skills to college-level, CTE to career)
- 3. Ensure BCC programs and services reach sustainable, continuous improvement level
- 4. Collaborate to ensure Fiscal Stability
- 5. Meet BCC resident FTES target (3,691) by preserving and nourishing resources

Peralta Community College District Strategic Goals 2013 - 2014

- A. Advance Student Access, Equity, and Success
- B. Engage and Leverage Partners
- C. Build Programs of Distinction
- D. Create a Culture of Innovation and Collaboration
- E. Develop and Manage Resources to Advance Our Mission

	BCC Goals	Alignment with PCCD Goals Below
1.	Increase certificate/degree completion and transfers to 4-year colleges or universities by inspiring and supporting students	 A. Advance Student Access, Equity, and Success B. Engage and Leverage Partners C. Build Programs of Distinction
2.	Improve career and college preparation progress and success rate (successfully transition from basic skills to college-level, CTE to career)	 A. Advance Student Access, Equity, and Success C. Build Programs of Distinction
3.	Ensure BCC programs and services reach sustainable, continuous improvement level	 B. Engage and Leverage Partners C. Build Programs of Distinction D. Create a Culture of Innovation and Collaboration
4.	Collaborate to ensure Fiscal Stability	 D. Create a Culture of Innovation and Collaboration E. Develop and Manage Resources to Advance Our Mission
5.	Meet BCC resident FTES target (3,691) by preserving and nourishing resources	E. Develop and Manage Resources to Advance Our Mission